EXTERMINATION™

WARNING >

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Extermination™ Tips and Hints
PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US: 1-900-933-SONY (1-900-933-7669) $0.95/min. auto hints, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge.

Within Canada: 1-900-451-5757
$1.50/min. auto hints

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 computer entertainment system and its peripherals. Representatives are available Monday - Saturday: 6AM - 8PM (PST), Sunday: 7AM - 6:30PM (PST).

PlayStation 2 Online: www.scea.com

Our news is always hot! Visit our website and find out what´s happening - new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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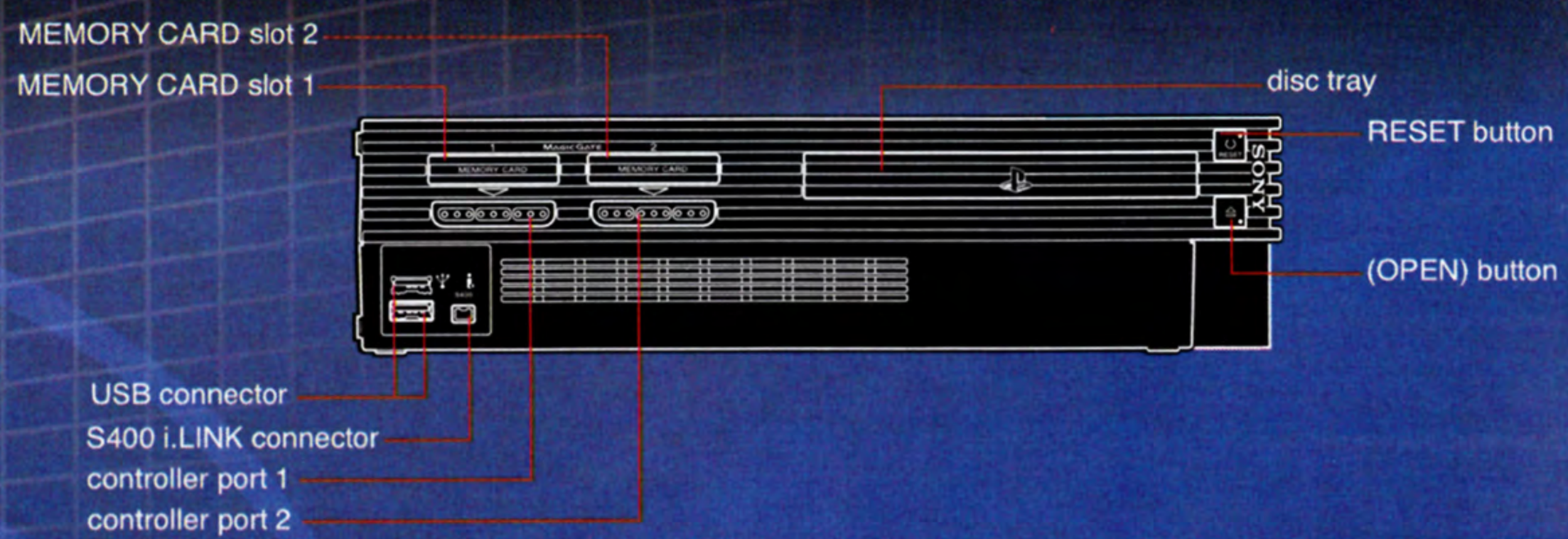
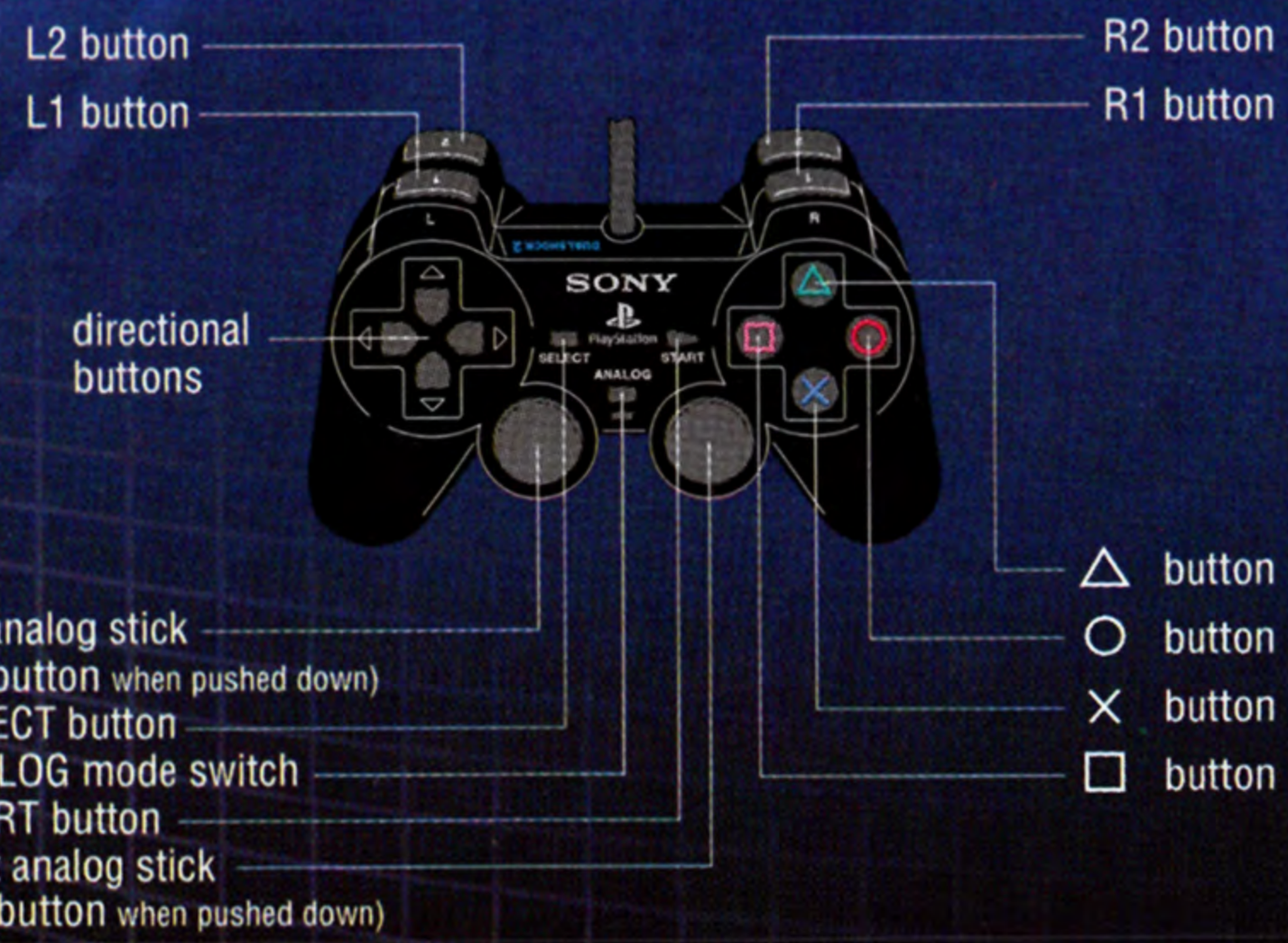
MISSION PREPARATION >



• Getting Started >

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) **is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the EXTERMINATION™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the controls.**



• DUALSHOCK™2 Analog Controller >

The Button Config in the Option Menu allows you to change the controller configuration. The default "TYPE A" Button Config is described below:

✕ Button – Action
(See pp. 14 – 15 for more information.)

- Pick up and use items.
- Grabs ladders, ledges and overhead bars (reaches and grabs other ladders, ledges and overhead bars while climbing and swinging).
- Jumps near ledges.
- Rolls/evades attacks when near enemies.
- Initiates crawl near vents.
- Shakes off creatures when used with the left analog stick or directional buttons.
- Selects Menu Items.

△ Button – Main Menu

- Opens and closes the Main Menu.

○ Button – Standard Attack

- Performs a standard knife slash. Rapidly press 3 times for a 3-strike attack. (See p. 10 for more information.)
- Fires the Main gun with the R1 or R2 button pressed.
- Cancels menu selections.

□ Button – Strong Attack

- Performs a strong knife slash. (See p. 10 for more information.)
- Fires the Secondary weapon (Lower Universal Rail System attachment) with the R1 or R2 button pressed.

R1 button – Auto-Targeting
- Press and hold to aim in 3rd-person view.
- Auto-Targets the nearest creature.

R2 button – Manual aiming
- Press and hold to manually aim in 1st-person view.

L1 button – Camera alignment
- Aligns the camera view to behind Dennis.
- Zooms in with the Zoom scope attached and R2 pressed.

L2 button
- Zooms out with the Zoom scope attached and R2 pressed.

START button – Main Menu
- Opens and closes the Main Menu (See p. 20 for more information).
- Bypasses cinematics.

SELECT button – Options Screen
- Displays the Options Screen (See p. 9 for more information).

Analog mode switch
- Not used.

Vibration Feature
You can turn ON/OFF the vibration of the DUALSHOCK™2 analog controller by selecting VIBRATION from the Options Screen (See p. 9 for the Options Screen).

MISSION ORDERS >

Document No. 2005E0412

December 24, 2005

10:21 (GMT)

The United States Marines Special Forces Reconnaissance (RECON) General Headquarters

• Sortie Order >

On December 24, 2005, 08:00 (GMT) the RECON Team Red Light received an emergency sortie command, code named "Operation Cold Limit."

• Target >

The United States top-secret facility,
"Fort Stewart" on the continent of Antarctica.

• Conditions >

Three days prior, Fort Stewart dispatched a distress signal. Contact from the base has been non-existent since. Currently, the condition of the fort and its survivors is unknown.

• Mission >

Dispatch Team Red Light to Antarctica on a C-17 E Air Transport. Upon arrival at Fort Stewart, immediately assess the situation, restore the facility to operating condition, and identify and rescue any survivors.

> End

Antarctic Continent

Antarctica is the area surrounding the South Pole. It is one of the coldest and harshest environments on Earth.

CHARACTER PROFILES >

Dennis Riley

Age: 24 years old
Height: 5'11"
Weight: 180 lbs
Gender: Male

Personality >

Extremely cool and calm in high-pressure situations. He is fearless in the face of adversity and is willing to face all challenges, especially when justice is threatened.

Specialties >

An expert in Special Forces operations and numerous weapons.

Hobbies >

A motorcycle enthusiast and speed freak, Dennis enjoys riding and working on his race-ready motorcycle.

Background >

Dennis immediately enrolled into the U.S. Marines upon graduating high school. After months of intense training and several successful missions, Dennis was assigned to the U.S. Marines Special Forces RECON unit. His excellent service record landed him into the most elite branch of RECON, Team Red Light. He quickly developed a strong friendship with Roger.

Cindy Chen

Age: 24 years old
Height: 5'4"
Weight: 101 lbs
Gender: Female

Personality >

She used to be kindhearted and outgoing, but since her boyfriend's death last year, she has grown distant, reclusive and uncommunicative.

Specialties >

Computers, languages (trilingual).

Background >

In college, she graduated as Valedictorian with a degree in molecular engineering. Then she enlisted into the Army to study bacteria. After transferring to Fort Detorik and trying a long-distance relationship with her boyfriend Andrew, Dennis had to deliver sobering news. He informed Cindy that Andrew was killed in battle. She immediately transferred to Fort Stewart to deal with her problems. A year has passed since she last spoke to Dennis.

Roger Grigman

Age: 26 years old
Height: 6'4"
Weight: 265 lbs
Gender: Male

Personality >

In contrast to his large, intimidating presence, he is very friendly, cheerful and constantly joking with friends.

Specialty > A knife expert.

Hobbies > Bass fishing.

Background >

Born in New York City, Roger grew up in a difficult environment with a non-existent family life. He turned to the U.S. Marines at the age of eighteen to better his life. Fueled with patriotism, Roger excelled in his duties. After several successful missions, Roger was awarded a position on Team Red Light. He immediately befriended Dennis and the two have become inseparable on the battlefield.

TITLE MENU >

On the Title Menu, you can select from the following modes:

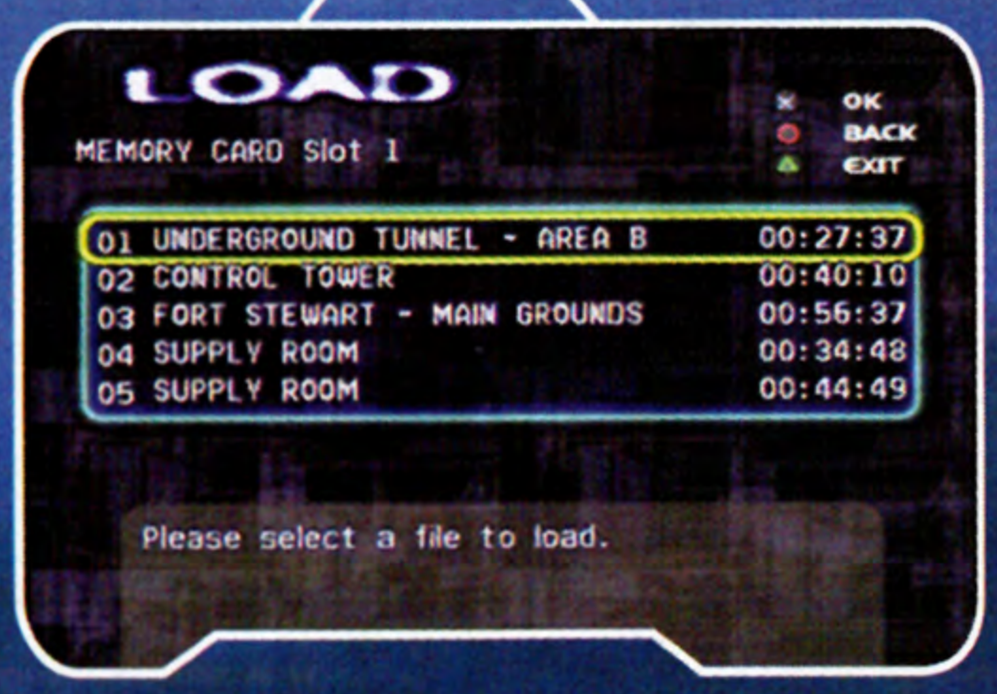
NEW GAME >

Start a new game.

(See pp. 24 - 25 for the introductory walk-through.)

LOAD GAME >

Resume a previously saved game.



To load and resume a previously saved game, select LOAD GAME from the Title Menu or LOAD in the Options Screen during a game. Select the MEMORY CARD slot of the memory card (8MB) (for PlayStation®2) with the saved game to be loaded. Then select the desired game to resume by pressing ✕.

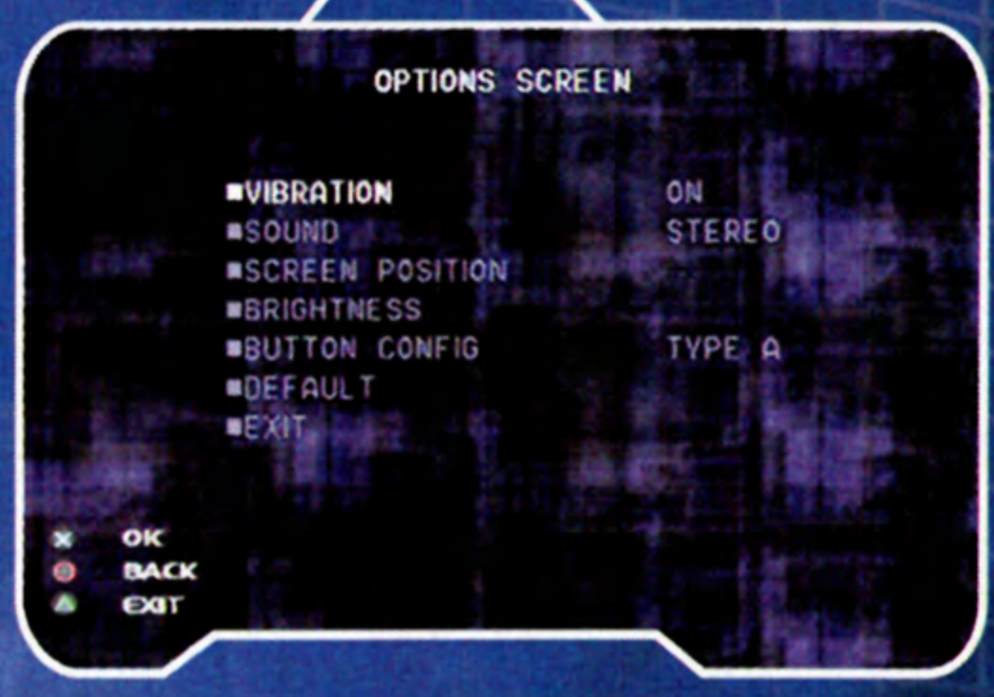
Saving Your Game >

To save your current game progress, you must access the Save Terminals located throughout Fort Stewart.

(See p. 18, Save Terminal, for more information.)

OPTIONS SCREEN >

You can adjust the following options:



Vibration >

Turn the vibration feature ON/OFF on the DUALSHOCK™2 analog controller.

Sound >

Select either Stereo or Mono output for the sound effects and music.

Screen Position >

Adjust the position of the game screen.

Brightness >

Displays a grayscale for adjusting the brightness of the game screen.

Button Config >

Select from three different controller configurations.

Default >

Restore default settings.

Press the SELECT button during gameplay to access the Options Screen. In addition to the above options, the following two options are available:

Load >

Resume a previously saved game.

Quit Game >

Quit out of the current game and return to the Title Menu.

WEAPONS >

Dennis is equipped with a Special Purpose Rifle 4 (SPR4) assault rifle and combat knife. He must learn to select the optimum weapon and aiming mode for each situation. (See p. 11 for SPR4 usage information.)

Knife >

Dennis can attack with the knife in two ways: a strong slash ■ and a standard slash ● . The strong slash is slower and will leave you more open to a counterattack. The standard slash inflicts less damage, but it strikes much faster and can be used for a 3-strike attack.
Note: The combat knife can be used an unlimited number of times and its use extends beyond attacking.

Special Purpose Rifle 4 (SPR4) Assault Rifle >

The SPR4 is a fully customizable assault rifle. This customization allows for strategic planning, as well as variety in attacks. Determining which weapon works best to eliminate each creature is crucial to success.

(See pp. 12 - 13 for customizing instructions.)

Auto-Targeting / 3rd-Person View >

Pressing the R1 button allows Dennis to Auto-Target the nearest creature from a 3rd-person viewpoint. Dennis remains in view and the surrounding environment remains in sight at all times. This view still allows him to evade attacking enemies and eases targeting enemies that are not grouped together.

Manual Aiming / 1st-Person View >

Pressing the R2 button allows Dennis to manually aim from a 1st-person viewpoint. Auto-Targeting is lost, but manual targeting is more precise for shooting at **inanimate objects** (boxes, locks, etc.). **In this view, only Dennis' gun barrel can be seen. This allows for a more detailed view of the area Dennis is facing. But the limited view hinders Dennis from seeing any oncoming attackers.**

Custom Parts Classification >

Each custom part can be attached to only one part of the SPR4.

1. Upper U.R.S.: Upper Universal Rail System location of the rifle
2. Lower U.R.S.: Lower Universal Rail System location of the rifle (secondary weapon)
3. Scope Mount: Scope/sight
4. Selector: Switch for selecting the firing mode – Single Fire or 3-Point Bursts

- M.A. Components: Multiple Attachment Components use more than one attachment location when equipping. Once equipped, one less attachment location on the SPR4 is available.

Use the left analog stick or directional buttons to highlight the portion of the SPR4 to be modified. Press ⊗ to display the available parts that can be attached. Highlight the part and press ⊗ to equip it.

Examples of Custom Parts >

The following are examples of the SPR4's custom parts.

U.R.S. Cover (Upper U.R.S.)

The stock Universal Rail System cover of the SPR4 assault rifle.

Tactical Grip Unit (Lower U.R.S.)

A vertical fore-grip with an integrated tactical light.
Press □ while aiming to turn the tactical light ON/OFF.

Shotgun Unit (Lower U.R.S.)

Fires a single 12-gauge shotgun round using the U.R.S. trigger.

Zoom Scope (Scope Mount)

Variable magnification scope. Zoom in with the L1 button and zoom out with the L2 button.

SURVIVAL TACTICS >

Pressing ⊗ allows Dennis to perform a variety of actions. The action is dependent upon the situation. The following is a list of these actions:

Acquiring and Using Items

Pressing ⊗ in front of an equipment box, item, switch, etc., allows Dennis to acquire/use the item.

Jumping

Pressing ⊗ near the edge of a crate, facility ledge, etc., makes Dennis jump forward. Running before the jump extends Dennis' jumping distance.

Climbing and Swinging

Pressing ⊗ near a ladder or overhead bar makes Dennis grab onto the equipment. Once latched onto the ladder or bar, Dennis can move with the left analog stick or directional button.

Note: On some ladders and overhead bars, Dennis can reach for and grab other nearby overhead bars. Move in the desired direction and press ⊗.

Also, when Dennis is swinging at the end of the overhead bars, pressing ⊗ and forward will make Dennis release his grip on the bar and swing forward.

Rolling/Evading Attacks

Pressing ✕ in conjunction with the left analog stick or directional buttons near larger creatures will cause Dennis to evade the enemy by rolling in the desired direction.

Shake Off Enemies

If a creature latches onto Dennis, repeatedly pressing ✕ will help Dennis to break the creature's hold. Press ✕ in conjunction with the left analog stick or directional buttons to increase Dennis' chance for escape.

Crawling Into Vents

Pressing ✕ near a vent makes Dennis crawl into the ventilation shaft. Once inside the shaft, pressing forward will make Dennis crawl forward. To exit the shaft, find a shaft opening and press forward.

THE INFECTION SPREADS >

Infection >

When attacked by creatures, Dennis' immunity to the virus weakens. Once the Infection level reaches 100%, his body enters a "pre-mutation" state as the virus attacks his bloodstream and causes a glowing "core" to explode from within and onto his back. While in the pre-mutation state, Dennis' health will drop to a maximum of 60. If the Infection is left untreated, the virus will overtake Dennis' body, mutate him into a "creature" and he will die. Dennis' Health and Infection levels can be monitored on the Main Menu. (See p. 20 for more information.)

Note: The virus can infect inorganic matter as well. Once infected, the material becomes "alive" and will stop at nothing to spread the virus.

Recovery >

In order to replenish your health and reduce your Infection level, you must find and administer various healing items. The Recovery Units and Booster Shots will partially recover your health and reduce Infection, but for full recovery, the MTS Vaccine and MTS Bed are required.

MTS (Medical Treatment System) >

Located in limited quantities and hidden throughout Fort Stewart, the MTS Vaccine can replenish your health to 100 and reduce your Infection level to 0%. But because of its limited numbers, use it wisely.

The MTS is a medical device for treating infection and injuries. It is located in select areas throughout Fort Stewart. To use the MTS, the MTS Vaccine is required. Press ✕ in front of the MTS operation panel to receive treatment. Once the treatment is initiated, Dennis' Health is restored and his Infection level is reduced to 0%. This device is crucial to Dennis' success and survival.

ITEMS

Many items can be found throughout the facility. To collect an item, stand in front of the item and press ⊗.

Using Items

To use most items, such as recovery items and data files, access the Main Menu and select the Item Screen. (See pp. 22 - 23 for information regarding the Item Screen.)

Event Items (items needed to complete certain events), **such as keys, can be used without accessing the Main Menu. Once collected, they are automatically used when ⊗ is pressed in the predetermined location** (such as in front of a door).

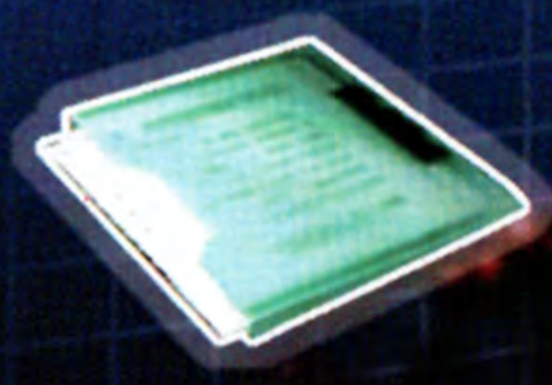
Maps

Portions of the facility's map are posted on walls throughout the base. To view the Map, access the Main Menu and select the Map Screen. Highlight the desired portion of the Map to view and press ⊗. Once selected, you can pan around the Map with the left analog stick or directional buttons. To zoom in and out of the Map, press the R1 and R2 buttons respectively. (See p. 21 for information on accessing the Map Screen.)

Files and Memos

Various documents written by the staff remain in the facility. In order to understand the history of the facility and the cause for its deterioration, it is essential to collect and read these documents. Acquired documents can be read using the Database Screen in the Main Menu.

(See p. 21 for information on accessing the Database Screen.)



EQUIPMENT >

Save Terminal >

(PSTS - Personnel Status Tracking System)

To save your current game progress, Dennis must access a Save Terminal (PSTS). **While in front of the Save Terminal, pressing** ⊗ **accesses the Save Screen. Select the MEMORY CARD slot in which the memory card** (8MB) (for PlayStation®2) **is inserted. Then, select one of the five locations to save to** (you can save five files per memory card (8MB) (for PlayStation®2).

Note: The Save Terminal requires 2 units of battery power to operate. If less than 2 units are available, the game cannot be saved. Also, when saving the game for the first time, ensure that the memory card (8MB) (for PlayStation®2) **has 88KB of space or more available.**

Battery Pack >

Throughout Fort Stewart, Dennis will encounter electronic equipment, such as elevators and Save Terminals, that require Battery Pack units before operation. Once a Battery Pack unit is found, pressing ⊗ **in front of this equipment allows Dennis to use the Battery Pack power to operate the equipment. Battery Packs can be recharged using the Battery Recharger.**

Note: Each piece of equipment requires a different number of Battery Pack units. Dennis finds 6 Battery Pack units at the start of the game, but more can be found throughout Fort Stewart.

Battery Recharger >

To recharge the Battery Pack, stand in front of the Battery Recharger and press ⊗.

Note: There is no limit to the number of times a Battery Pack can be recharged, nor is there a limit to the number of recharges a Battery Recharger can execute.

Ammo Depot >

Dennis can replenish his supply of bullets for the SPR4 assault rifle. To use the Ammo Depot, press ⊗ in front of the Ammo Depot control panel and select "Yes".

Doors >

There are 5 different types of doors throughout the facility – Standard, Padlocked, Blocked, Electronically Controlled, and Sealed doors.

Standard Doors – Simply press ⊗ to open it.

Padlocked Doors – The padlock needs to be removed prior to opening.

Blocked Doors – Can only be opened once the obstruction is cleared.

Electronically Controlled – These doors require card keys, passwords, etc., to be opened. Locked doors will be signified with a "red" lamp above. Unlocked doors have a "green" lamp above.

Sealed Doors – These doors cannot be opened because of immovable objects in front of the door, infection or unavailable card keys.

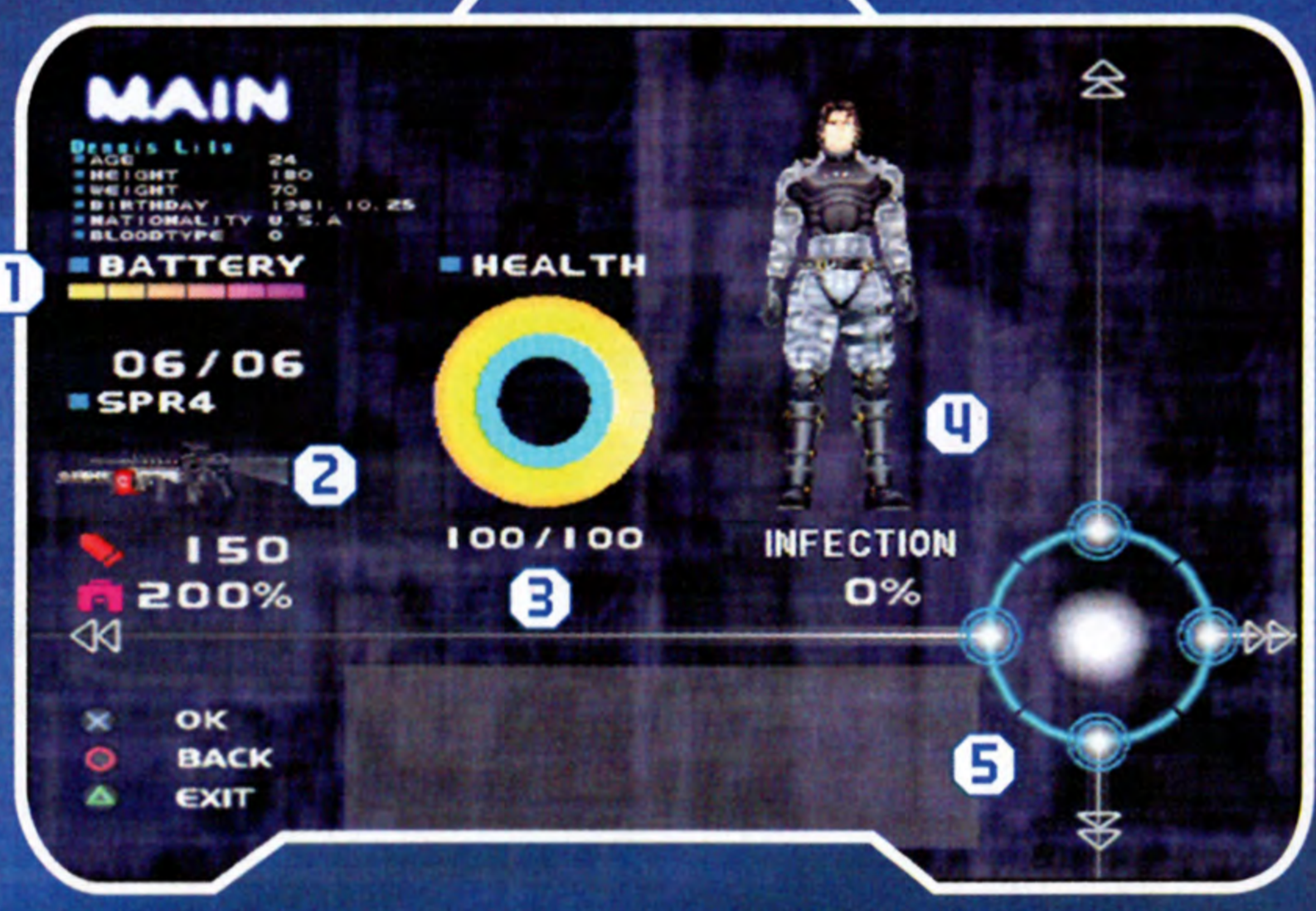
MAIN MENU SCREENS >

Main Menu >

Pressing the START button or △ displays the Main Menu. The Main Menu allows you to view Dennis' Health, Infection, SPR4 status and acts as the hub to view important information such as Items and Documents collected.

Main Menu Screen >

The following information is displayed on the Main Menu:



1 **Battery**: Capacity and current power available in the Battery Pack

2 **SPR4**: Status of the SPR4 (assault rifle) and its remaining ammunition

3 **Health**: Indicates Dennis' current and maximum Health level

4 **Infection**: Indicates the Infection level of Dennis' body

5 **Navigator**: Access the MAP, SPR4, DATABASE and ITEM Screens

Navigator >

Using the left analog stick or directional buttons, you can access the MAP, SPR4, DATABASE and ITEM Screens. After highlighting the screen to display, press ✕. (Press ○ to return to the Main Menu.)

MAP Screen >

Access this screen to view all collected maps.

(See p. 17 for instructions on viewing the Maps.)

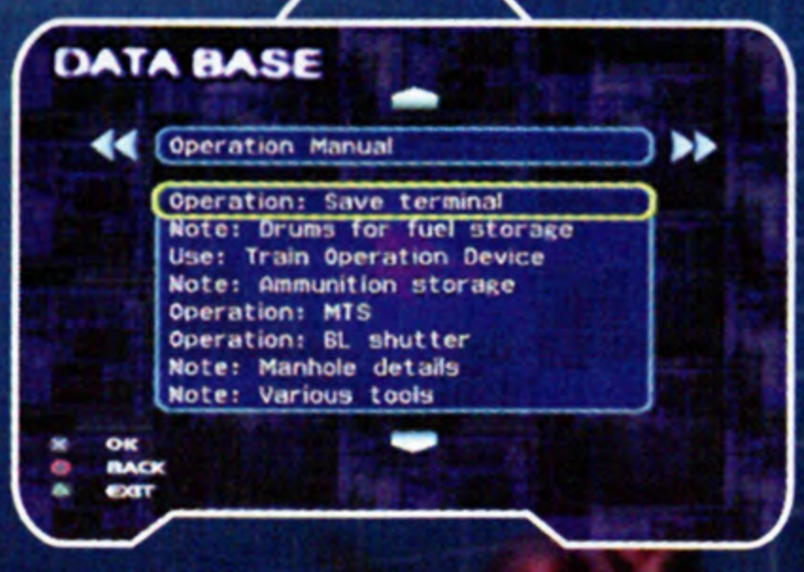
SPR4 Screen >

Customize the SPR4 (assault rifle) **with collected attachment parts.** (See pp. 12 - 13 for more information.)

Database Screen >

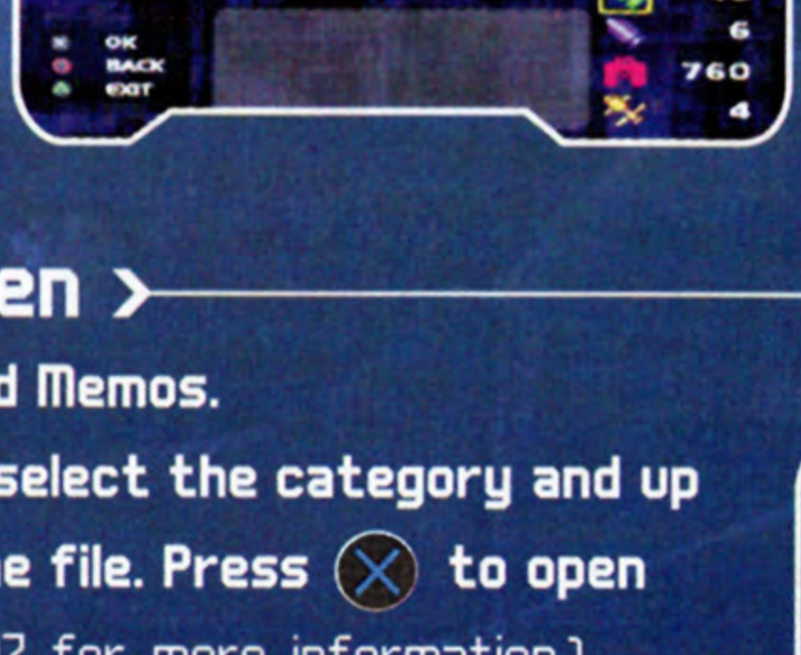
Read collected Files and Memos.

Press left or right to select the category and up or down to highlight the file. Press ✕ to open the file/memo. (See p. 17 for more information.)



Item Screen >

Review and use collected items. (See pp. 22 - 23 for more information.)



Item Screen >

Item Classification

Items are classified into the following categories.

1. **Event Items:** **Items to use only in predetermined locations** (i.e. card keys).

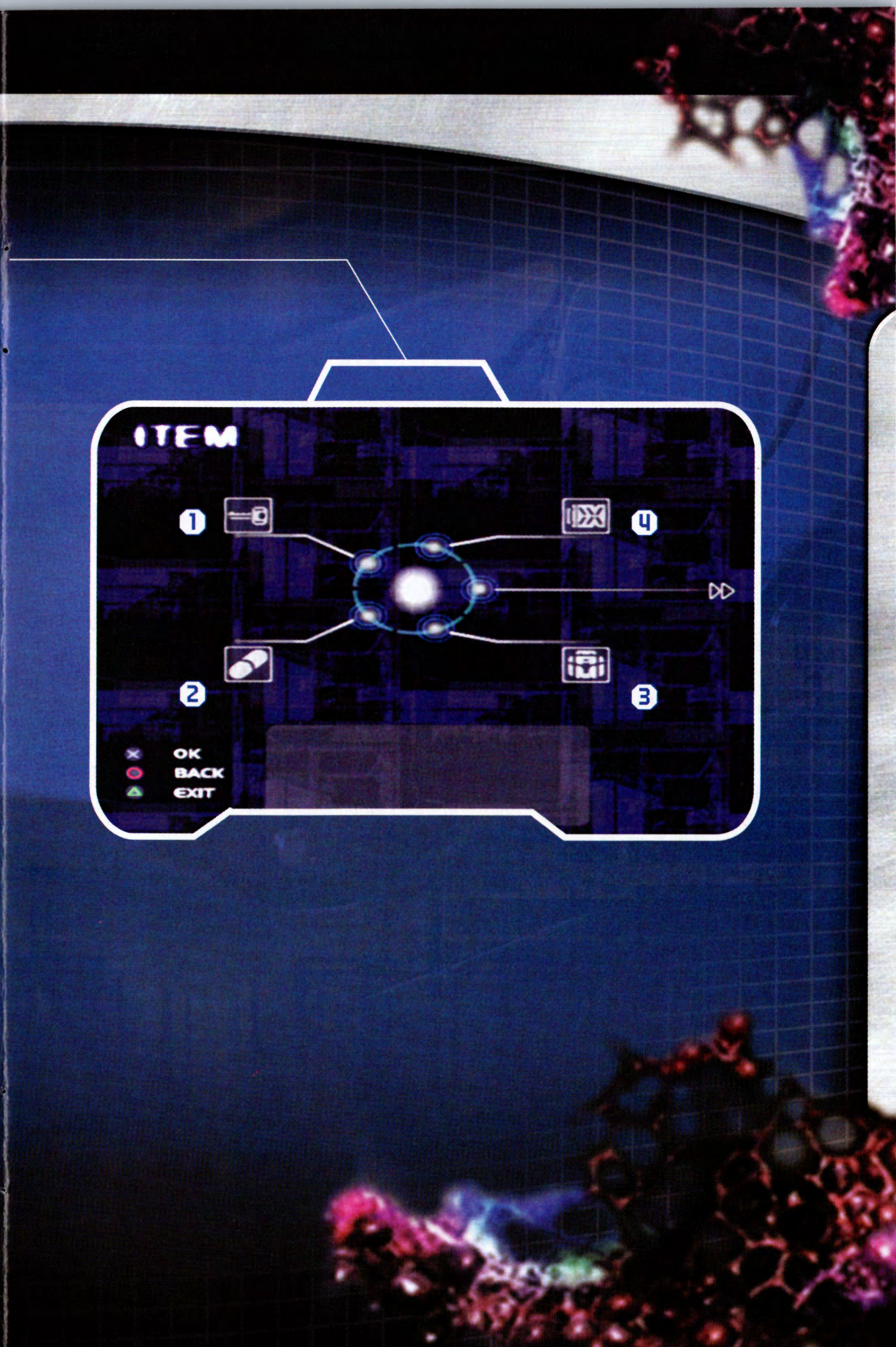
2. **Healing Items:** **Items to recover Health/reduce Infection** (i.e. MTS Vaccine).

3. **Equipment Items:** **Items automatically used at a specific location** (i.e. suspension harness).

4. **Battery Items:** **Status of the Battery Pack** (See p. 18 for more information).

Display Items

Use the left analog stick or directional buttons to highlight the desired item category. Once highlighted, press ⊗ to display the list of items in the selected category. Press ○ to return to the previous menu.


ITEM
1
2
3
4
OK
BACK
EXIT

RECON TRAINING >

The following is a walk-through of the first area. Use this RECON Training to familiarize yourself with some of Dennis' abilities. Also, remember to explore areas not covered in this walk-through for important items.

1. Acquire the battery pack >

After receiving instructions from Roger, you need to activate the elevator. First open the item box next to the elevator by pressing ⊗ when standing in front of the item box. Collect the Battery Pack.

2. Activate the elevator >

With the Battery Pack collected, stand in front of the elevator's Battery Power Source located on the left of the elevator entrance. Press ⊗ to place the Battery Pack units into the Power Source. Walk into the elevator and stand in front of the operation panel. Press ⊗ to set the elevator into motion.

3. Climb onto the ledge >

After exiting the elevator, Dennis must climb up to the ledge above the crates. Press ⊗ in front of the crates to climb up to the ledge. Once on the ledge, collect the Health Item inside the item box. Slide down the slope and collect the Map on the facility wall. Run towards the gap, just past the fallen electrical tower.

4. Use the vehicle to cross the chasm >

To cross to the other side of the chasm, you have to use the vehicle that is wedged between the chasm walls. Acting as a bridge, step onto the vehicle, but beware. Dennis' weight will cause the vehicle to shift and fall deeper into the gap. Immediately press ⊗ to jump from the vehicle. If you remain on the vehicle as it slides down, don't panic. The vehicle will stop moving. Press ⊗ in front of the walls to climb out.

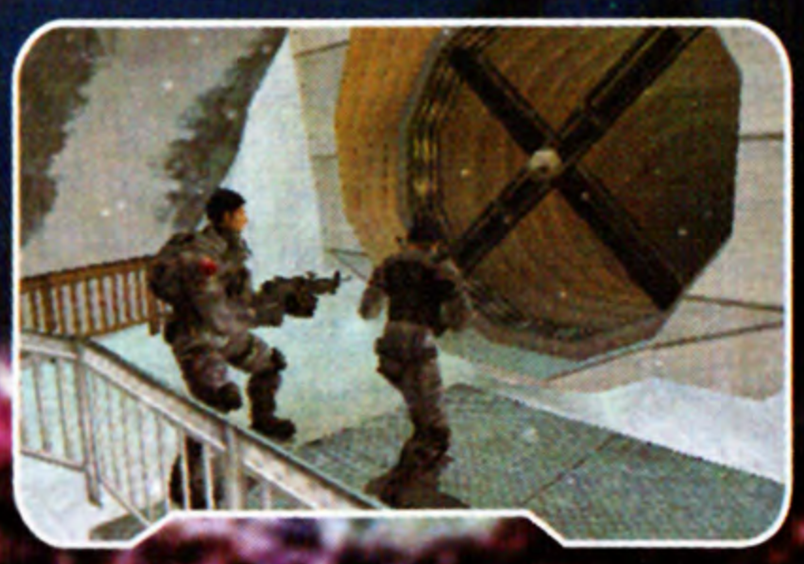
5. Cross the pipe >

Climb up the first set of ladders to talk with Roger. He'll direct Dennis to walk across the pipe. Take caution and be careful not to fall off the pipe. Slightly move the left analog stick to make Dennis walk. Also, adjust the camera view by pressing the L1 button.

6. The final steps >

The last two jumps require Dennis to get a running start. Run towards the edge and press ⊗ as Dennis gets near the edge. Dennis will jump across to the other platform.

7. Enter the fan shaft >



After reuniting with Roger, listen to his warnings and enter the fan shaft. Fort Stewart lies at the bottom of the shaft.

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